

### **Amendments To The Specification:**

Please replace paragraph [0001] with the following:

This patent application takes priority under 35 U.S.C. 119(e) to (i) U.S. Provisional Patent Application No.: 60/467,804, filed on May 1, 2003 (Attorney Docket No. GENSP013P) entitled “DIGITAL/ANALOG VIDEO INTERCONNECT AND METHODS OF USE THEREOF” by Kobayashi, (ii) U.S. Provisional Patent Application No.: 60/504,060 (Attorney Docket No. GENSP013P2) filed on September 18, 2003, entitled “DIGITAL/ANALOG VIDEO INTERCONNECT AND METHODS OF USE THEREOF” by Kobayashi, (iii) U.S. Provisional Patent Application No.: 60/474,085 (Attorney Docket No. GENSP014P) filed on May 28, 2003, entitled “DIGITAL/ANALOG VIDEO INTERCONNECT AND METHODS OF USE THEREOF” by Kobayashi, and (iv) U.S. Provisional Patent Application No.: 60/474,084 (Attorney Docket No. GENSP015P) filed on May 28, 2003, entitled “SIMPLE ENUMERATION METHOD FOR THE LINK CLOCK RATE AND THE PIXEL/AUDIO CLOCK RATE” by Kobayashi each of which are hereby incorporated by reference herein in their entirety. This application is also related to the following co-pending U.S. Patent applications, which are filed concurrently with this application and each of which are herein incorporated by reference, (i) U.S. Patent Application No. 10/726,438 (Attorney Docket No.: GENSP015), entitled “METHOD AND APPARATUS FOR EFFICIENT TRANSMISSION OF MULTIMEDIA DATA PACKETS” naming Kobayashi as inventor; (ii) U.S. Patent Application No. 10/727,131 (Attorney Docket No.: GENSP104), entitled “USING AN AUXILIARY CHANNEL FOR VIDEO MONITOR TRAINING” naming Kobayashi as inventor; (iii) U.S. Patent Application No. 10/726,794, (Attorney Docket No.: GENSP013), entitled “PACKET BASED VIDEO DISPLAY INTERFACE AND METHODS OF USE THEREOF”, naming Kobayashi as inventor; (iv) U.S. Patent Application No. 10/726,440 (Attorney Docket No.: GENSP105), entitled “METHOD OF REAL TIME OPTIMIZING MULTIMEDIA PACKET TRANSMISSION RATE”, naming Kobayashi as inventor; (v) U.S. Patent Application No. 10/726,350 (Attorney Docket No.: GENSP106), entitled “TECHNIQUES FOR REDUCING MULTIMEDIA DATA PACKET OVERHEAD”, naming Kobayashi as inventor; (vi) U.S. Patent Application No. 10/726,362 (Attorney Docket No.: GENSP107), entitled “PACKET BASED CLOSED LOOP VIDEO DISPLAY INTERFACE WITH PERIODIC STATUS CHECKS”, naming Kobayashi as inventor; (vii) U.S. Patent Application No. 10/726,895 (Attorney Docket No.: GENSP108), entitled “MINIMIZING BUFFER REQUIREMENTS IN A

DIGITAL VIDEO SYSTEM”, naming Kobayashi as inventor; (viii) U.S. Patent Application No. 10/726,441 (Attorney Docket No.: GENSP109), entitled “VIDEO INTERFACE ARRANGED TO PROVIDE PIXEL DATA INDEPENDENT OF A LINK CHARACTER CLOCK”, naming Kobayashi as inventor; and (ix) U.S. Patent Application No. 10/726,934 (Attorney Docket No.: GENSP110), entitled “ENUMERATION METHOD FOR THE LINK CLOCK RATE AND THE PIXEL/AUDIO CLOCK RATE”, naming Kobayashi as inventor. **This application is also related to the following co-pending applications: (x) U.S. Patent Application No. 10/909,103 (Attorney Docket No.: GENSP112), entitled “USING PACKET TRANSFER FOR DRIVING LCD PANEL DRIVER ELECTRONICS” filed July 29, 2004, naming Kobayashi as inventor; (xi) U.S. Patent Application No. 10/909,027 (Attorney Docket No.: GENSP113), entitled “BYPASSING PIXEL CLOCK GENERATION AND CRTIC CIRCUITS IN A GRAPHICS CONTROLLER CHIP” filed July 29, 2004, naming Kobayashi as inventor and (xii) U.S. Patent Application No. 10/909,085 (Attorney Docket No.: GENSP127), entitled “PACKET BASED STREAM TRANSPORT SCHEDULER AND METHODS OF USE THEREOF” filed July 29, 2004, naming Kobayashi as inventor.**

Please replace paragraph [0026] with the following:

Other embodiments describe a simple enumeration method for the link rate and the pixel/audio clock rate. ~~It has been researched and understood that all the~~ All standard pixel/audio clock frequencies that exist today are a subset of the following master frequency: 23.76 GHz. In accordance with an embodiment of the invention, this master frequency (23.76 GHz) can be expressed as a function of four parameters A, B, C, and D as:

$$\underline{23.76\text{GHz} = 2^A \times 3^B \times 5^C \times 11^D \text{ Hz where}}$$

$$\underline{A=10, B=3, C=7, D=1,}$$

$$(23.76\text{GHz} = 2^{10} \times 3^3 \times 5^7 \times 11^1 \text{ Hz}).$$

This means that a pixel (or audio) clock rate can be expressed as a subset of the master frequency with these four parameters, A, B, C, and D (where  $A \leq 10, B \leq 3, C \leq 7, D \leq 1$ ) as

$$\text{Pixel (or audio) clock rate} = 2^A \times 3^B \times 5^C \times 11^D.$$

It should be noted that since A is less than or equal to 10, A can be expressed in 4 bits, and since B is less than or equal to 3, B can be expressed using as 2 bits, C as 3 bits and D as 1 bit. A = 4 bits, B = 2 bits, C = 3 bits, and D = 1 bit.

Please replace paragraph [0025] with the following:

Even for a link whose link rate (which is the serial link bit rate / 10 for a link that uses 10-bit character such as 8B/10B characters) may be different from the pixel clock rate, there is a benefit in defining the link rate with these four parameters, A', B', C', and D': The benefit is the simplicity in regenerating pixel/audio clocks from a link clock. For example, let's say the link rate is set as A' = 6, B' = 3, C' = 7, and D' = 0 (i.e., LR =  $2^6 \times 3^3 \times 5^7 \times 11^0$ ) and the corresponding link rate is 135MHz. However, suppose the pixel clock rate is set as A = 8, B = 3, C = 6, and D = 0 (i.e., PC =  $2^8 \times 3^3 \times 5^6 \times 11^0$ ) (~~= and the corresponding pixel clock rate is 108MHz~~), then the pixel clock can be generated from link clock by the following equation

Pixel clock rate = (link rate) x ( $2^{A-A'}$ ,  $3^{B-B'}$ ,  $5^{C-C'}$ , and  $11^{D-D'}$ ). For the above example,

(Pixel clock rate/Link rate) =  $(2^8 \times 3^3 \times 5^6 \times 11^0) / (2^6 \times 3^3 \times 5^7 \times 11^0)$  or

Pixel clock rate = (Link rate) x  $(2^2) \times (3^0) \times (5^{-1}) \times (11^0)$  = Link rate x (.8).

~~as pixel clock rate is equal to the link rate \* 22 / 51 .~~